



WHIST.

M A X I M S

F O R

P L A Y I N G T H E G A M E

O F

W H I S T;

W I T H A L L

N E C E S S A R Y C A L C U L A T I O N S ,

A N D

L A W S O F T H E G A M E .

T H E T H I R D E D I T I O N .

W I N T O N :

Printed by J. WILKES, and sold by W. TAYLOR, Mitre-
Court, St. Paul's, and A. MILNE, Holborn, 1783.

(PRICE ONE SHILLING.)



P R E F A C E.

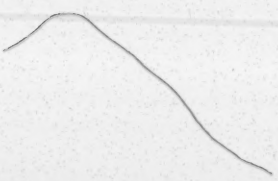
THE Game of Whist is so happily compounded betwixt chance and skill, that it is generally esteemed the most curious and entertaining of the cards, and is therefore become a favourite amusement to persons of the first consequence, and the most distinguished abilities ; the great variety of hands and critical cases arising from such a number of cards, renders the game so nice and difficult, that much time and practice has heretofore been necessary to the obtaining a tolerable degree of knowledge in it.

P R E F A C E.

The following maxims were begun by way of memorandums for private use, and are published with a design to instruct beginners, to assist the moderate proficient, and, in general, to put the players more upon equality, by disclosing the secrets of the game.

The author pretends not to teach those who are deeply skilled in the art of Whist, but hopes to merit their indulgence, and profit by their admonitions, so as to correct what is amiss, and improve what appears imperfect.

MAX-



M A X I M S

A T

W H I S T.

L E A D E R.

1. ***B**E G I N with the suit
of which you have most
in number.*

For when the trumps are out,
you will probably make several
tricks in it.

2. *If you hold equal numbers
in*

2 M A X I M S

in different suits, begin with the strongest.

Because it is the least liable to injure your partner.

3. *Sequences are always eligible leads.*

Because they support your partner's hand, without injuring your own.

4. *Lead from a King or Queen, rather than from an Ace.*

For since the adversaries will lead from those suits which you do not, your ace will do them most harm.

5. *Lead from a King rather than from a Queen, and from a Queen rather than a Knave.*

For

For the stronger the suit, the less is your partner endangered.

6. *Lead not from Ace Queen, or Ace Knave, 'till it becomes necessary.*

For if that suit is led by the adversaries, you have a good chance of making two tricks in it.

7. *In all sequences to a Queen, Knave, or ten, begin with the highest.*

Because it will frequently distress your left hand adversary.

8. *Having Ace, King, and Knave, lead the King.*

For

4 M A X I M S .

For if strong in trumps, you may wait the return of that suit, and finesse the Knave.

9. *Having Ace, King, and one small card, lead the small one.*

For by this lead your partner has a chance to make the knave.

10. *Having Ace, King, and two or three small cards, play Ace and King if weak in trumps, but a small card if strong in them.*

For when strong in trumps, you may give your partner the chance of making the first trick.

11. *Having King, Queen, and one*

A T W H I S T. 5

one small card, play the small one.

For your partner has an equal chance to win the trick ; and you need not fear to make King or Queen.

12. *Having King, Queen, and two or three small cards, lead a small card if strong in trumps, and the King if weak in them.*

For strength in trumps intitles you to play a backward game, and to give your partner the chance of winning the first trick ; but if weak in trumps, it is necessary to secure a trick in that suit, by leading the King or Queen.

B

13. *Hav-*

6 M A X I M S

13. *Having an Ace with four small cards, and no other good suit ; play a small card if strong in trumps, and the Ace if weak.*

For strength in trumps may enable you to make one or two of the small cards, altho' your partner should not be able to support the lead.

14. *Having King, Knave, and ten, lead the ten.*

For if your partner holds the Ace, you have a good chance of making three tricks, whether he passes the ten or not.

15. *Having King, Queen, and ten, lead the King.*

For

A T W H I S T. 7

For if it falls, upon the return of that suit from your partner, by putting on the ten you have a chance of making two tricks.

16. *Having Queen, Knave, and nine, lead the Queen.*

For upon the return of that suit from your partner, by putting on the nine you will probably make the Knave.

S E C O N D H A N D.

1. *Having Ace, King, and small ones, play a small card if strong in trumps, but the King if weak in them.*

B 2

For

8 M A X I M S

For otherwise your Ace or King might be trumped in the latter case, and no hazards should be run with few trumps but in critical cases.

2. *Having Ace, Queen, and small cards, play a small one.*

For upon the return of that suit you will probably make two tricks.

3. *Having Ace, Knave, and small cards, play a small one.*

For upon the return of that suit, you will probably make two tricks.

4. *Having Ace, ten, or nine, with*

with small cards, play a small one.

For by this method you have a chance of making two tricks in the suit.

5. *Having King, Queen, ten, and small cards, play the Queen.*

For by playing the ten upon the return of the suit, you will probably make two tricks in it.

6. *Having King, Queen, and small cards, play a small card if strong in trumps, but the Queen if weak in them.*

For strength in trumps warrants playing a backward game,
and

and 'tis always advantageous to keep back your adversaries suit.

7. If you hold a sequence to your highest card in the suit, play the lowest of it.

For by this means your partner is informed of your strength in that suit.

8. Having Queen, Knave, and small ones, play the Knave.

Because you will in great probability secure a trick in that suit.

9. Having Queen, ten, and small ones, play a small one.

For your partner has an equal chance to win the trick.

10. Hav-

A T W H I S T. 11

10. *Having either Ace, King, Queen, or Knave, with small cards, play a small one.*

For your partner has an equal chance to win the trick.

11. *Having either Ace, King, Queen, or Knave, with one small card only, play the small one.*

For otherwise the adversary will fines upon you in that suit.

12. *If a Queen is led and you hold the King, put it on.*

For if your partner holds the Ace you do no harm, and if the King is taken, the adversaries have played two honours to one.

13. *If*

13. *If a Knave is led and you hold the Queen, put it on.*

For at the worst you bring down two honours for one.

13. *If a King is led, and you hold Ace, Knave, and small ones, play the Ace.*

For it cannot do the adversaries a greater injury.

T H I R D H A N D .

1. *Having Ace and King, play the Ace, and return the King.*

Because you are not to keep the command of your partner's strong suit.

2. *Hav-*

2. *Having Ace and Queen, play the Ace, and return the Queen.*

For although it may prove better in some cases to put on the Queen, yet in general your partner is best supported by the method above.

3. *Having Ace and Knave, play the Ace, and return the Knave.*

The Knave is returned in order to strengthen your partner's hand.

4. *Having King and Knave, play the King; and if it wins return the Knave.*

C

Because

Because it will strengthen your partner's hand.

5. *Always put on the best when your partner leads a small card.*

Because it best supports your partner's hand.

6. *If you hold the Ace and one small card only, and your partner leads the King; put on the Ace and return the small one.*

For otherwise your Ace will be an obstruction to his suit.

7. *If you hold the King and one small card only, and your
part-*

partner leads the Ace ; if the trumps are out it is good play to put on the King.

For by putting on the King, there is no obstruction to the suit.

FOURTH HAND.

1. *If a King is led, and you hold Ace, Knave, and a small card, play the small one.*

For supposing the Queen to follow, you will probably make both Ace and Knave.

2. *When the third hand is weak in his partner's lead, you*
C 2
may

may often return that suit to great advantage.

But this rule must not be applied to trumps, unless you are very strong indeed.

CASES in which you should return your partner's lead immediately.

1. *When you win with the Ace and can return an honour.*

For then it will greatly strengthen his hand.

2. *When he leads a trump.*

In which case return the best remaining in your hand (unless
you

you hold four originally.

An exception to this arises if the lead is thro' an honour.

3. *When your partner has trump out.*

For then it is evident he wants to make his great suit.

4. *When you have no good card in any other suit.*

For then you are entirely dependent on your partner.

CASES in which you should not return your partner's lead immediately.

1. *If you win with the King,
Queen,*

Queen, or Knave, and have only small cards remaining.

For the return of a small card will more distress, than strengthen your partner.

2. *If you hold a good sequence.*

For then you may shew a strong suit, and not injure his hand.

3. *If you have a strong suit.*

Because leading from a strong suit is a direction to your partner, and cannot injure him.

4. *If you have a good hand.*

For in this case you have a right to consult your own hand, and not your partners.

5. *If*

5. *If you hold five trumps.*

For then you are warranted to play trumps if you think it right.

OF LEADING TRUMPS.

1. *Lead trumps from a strong hand, but never from a weak one.*

By which means you will secure your good cards from being trumped.

2. *Trump not out with a bad hand, altho' you hold five small trumps.*

For since your cards are bad,
it

it is only trumping for the adversaries good ones.

3. *Having Ace, King, Knave and three small trumps, play Ace and King.*

For the probability of the Queen's falling is in your favour.

4. *Having Ace, King, Knave, and one or two small trumps, play the King ; and wait the return from your partner to put on the Knave.*

This method is in order to win the Queen, but if you have particular reasons to wish the trumps out, play two rounds of
trumps

trumps, and then your strong suit.

5. *Having Ace, King, and two or three small trumps, lead a small one.*

This method is with a view to let your partner win the first trick, but if you have good reasons for getting out the trumps play three rounds, or play Ace and King, and then proceed with your strong suit.

6. *If your adversaries are eight and you hold no honour, throw off your best trump.*

For if your partner has not two honours you have lost the game, and if he holds two ho-

D

nours

nours it is most advantageous for you to lead a trump.

7. *Having Ace, Queen, Knave, and small trumps, play the Knave.*

For by this means, only the King can make against you.

8. *Having Ace, Queen, Ten, and one or two small trumps, lead a small one.*

For it will give your partner a chance to win the trick, and keep the command in your own hand.

9. *Having King, Queen, Ten, and small trumps, lead the King.*

For if the King is lost, upon
the

the return of trumps you may finesse the ten.

10. *Having King, Knave, Ten, and small ones, lead the Knave.*

Because it will prevent the adversaries from making a small trump.

11. *Having Queen, Knave, nine, and small trumps, lead the Queen.*

For if your partner holds the Ace, you have a good chance of making the whole suit.

12. *Having Queen, Knave, and two or three small trumps, lead the Queen.*

For if your partner holds the Ace, you have a good chance for making the whole suit.

13. *Having Knave, Ten, Eight, and small trumps, lead the Knave.*

For on the return of trumps, you may probably finesse the Eight to advantage.

14. *Having Knave, Ten, and three small trumps, lead the Knave.*

Because it will most distress your adversaries, unless two honours are held on your right hand; the odds against which is about three to one.

15. *Having only small trumps, begin with the highest.*

By

By this play you will support your partner all you can.

16. *Having a sequence, begin with the highest.*

By this means your partner is best instructed how to play his hand, and cannot possibly be injured.

17. *If an honour is turned up on your left, and the game much against you ; lead a trump the first opportunity.*

For your game being desperately bad, this method is the most likely to retrieve it.

18. *In all other cases it is dangerous leading thro' an honour, unless*

unless you are strong in trumps, or have a good hand.

Because all the advantage of trumping thro' an honour, lies in the finessing of your partner.

19. *Supposing hereafter it is proper to lead trumps. If an honour is turned up on your left, and you hold only one honour with a small trump; throw off the honour, and next the small one.*

Because it will greatly strengthen your partner's hand, and cannot hurt your own.

20. *If an honour is turned up on the left, and you hold a sequence, lead the highest of it.*

Be-

Because it will prevent the last hand from injuring your partner.

21. *If a Queen is turn'd up on the left, and you hold Ace, King, and a small one ; lead the small trump.*

Because you will have a chance for getting the Queen.

22. *If a Queen is turned up on your left, and you hold the Knave with small ones, lead the Knave.*

For the Knave can be of no service, since the Queen is on your left.

23. *If an honour is turned up
by*

by your partner, and you are strong in trumps, lead a small one ; but if weak in them lead the best you have.

By this play the weakest hand will support the strongest.

24. If an Ace is turned up on the right, and you hold King, Queen and Knave, lead the Knave.

For it is a secure lead.

25. If an Ace is turned up on the right, and you hold King, Queen and Ten, lead the King ; and upon the return of trumps play the Ten.

For by this means you show a great strength to your partner,

ner, and will probably make two tricks in them.

26. If a King is turned up on the right, and you hold Queen, Knave and nine, lead the Knave ; and upon the return of trumps play the nine.

Because it may prevent the ten from making.

27. If a King is turned up on your right, and you hold Knave, ten and nine, lead the nine ; and upon the return of trumps play the ten.

Because this method will best disclose your strength in trumps.

28. If a Queen is turned up on
E
the

the right, and you hold Ace, King and Knave, lead the King ; and upon the return of trumps play the Knave.

Because you are certain to make the Knave.

29. *If a Queen is turned up on the right, and you hold Ace, King and small ones, lead the King ; and upon the return of trumps you may finesse, unless the Queen falls.*

For otherwise the Queen will make a trick.

30. *If a Knave is turned up on the right, and you hold King, Queen and ten, lead the Queen ;*
and

A T W H I S T. 31

and upon the return of trumps play the ten.

For by this means you will make the ten.

31. *If a Knave is turned up on the right, and you hold King, Queen and small ones, lead the King; and if that comes home play a small one.*

For it is probable your partner holds the Ace.

32. *If a Knave is turned up on the right, and you hold King, ten, or Queen, with two small cards, lead a small one; and upon the return of trumps play the ten.*

For it is five to four that your partner holds one honour.

When you turn up an Honour.

1. *If you turn up an Ace, and hold only one small trump with it, if either adversary leads the King, put on the Ace.*

For it can do the adversaries no greater injury.

2. *If you turn up an Ace, and hold two or three small trumps with it, and either adversary leads the King, put on a small one.*

For if you play the Ace,
you

you give up the command in trumps.

3. *If you turn up a King, and hold only one small trump with it, and your right hand adversary leads a trump, play the King.*

This case is really somewhat doubtful, and very good players think differently.

4. *If you turn up a King, and hold two or three small trumps with it, if your right hand adversary leads a trump, play a small one.*

It being the best way of securing your King.

5. *If*

5. *If you turn up a Queen or Knave, and hold only small trumps with it, if your right hand adversary leads a trump, put on a small one.*

It being the securest play.

6. *If you hold a sequence to the honour turn'd up, play it last.*

By this means your partner will be the best acquainted with your strength in trumps.

Of playing for the Odd Trick.

1. *Be cautious of trumping out, notwithstanding you have a good band.*

For

For since you want the odd trick only, it would be absurd to play a great game.

2. Never trump out if your partner appears likely to trump a suit.

For it is evidently best to let your partner make his trumps.

3. If you are moderately strong in trumps, it is right to force your partner.

For by this means you probably gain a trick.

4. Make your tricks early, and be cautious of finessing.

That you may not be greatly
in-

injured, tho' you fail of making the odd trick.

5. *If you hold a single card of any suit, and only two or three small trumps, lead the single card.*

For it will give you a chance of making a small trump.

GENERAL RULES.

1. Be very cautious how you change suits, and let no artifice of the adversary induce you to do it.

2. Keep a commanding card to bring in your strong suit when
the

the trumps are out, if your hand will admit of such pretensions.

3. Never keep back your partners suit in trumps, but return them the first opportunity.

4. If you hold a strong suit and but few trumps, rather force your adversaries than lead trumps; unless you are strong in the other suits likewise.

5. Be sure to make the odd-trick when it is in your power.

6. Always consider the scores, and play your hand accordingly.

7. In a backward game, you may often risk one trick in order to win two; but in a for-

F ward.

ward game you are to be more cautious; unless you have a good probability of getting up.

8. In returning your partner's lead play the best you have, when you hold but three originally.

9. Remember what cards drop from each hand, how many of each suit are out, and what is the best remaining card in each.

10. Lead not originally from a suit of which you have Ace and Queen, Ace and Knave, or King and Knave; if you hold another moderate suit.

11. If neither of your adversaries

saries will lead from the above suits, you must do it yourself with a small card.

12. You are strong in trumps with five small ones, or three small ones and one honour.

13. Do not trump a card when you are strong in trumps, and the more especially if you hold a strong suit.

14. If you hold only a few small trumps, make them if you can.

15. If your partner refuses to trump a suit of which he knows you have not the best, lead him your best trump the first opportunity.

F 2

16. If

16. If your partner has trumped a suit, and refuses to play trumps, lead him that suit again.

17. Never force your partner but when you are strong in trumps, unless you have a renounce yourself, or want only the odd trick.

18. If the adversaries trump out, and your partner has a renounce, give him that suit when you get the lead, if you think he has a small trump left.

19. Lead not from an Ace suit originally, if you hold four in number of another suit.

20. When trumps are either
returned

returned by your partner, or led by the adversaries, you may fines deeply in them; keeping the command all you can in your own hand.

21. If you lead the King of any suit and make it, you must not thence conclude that your partner holds the Ace.

22. It is sometimes proper to lead a thirteenth card, in order to force the adversary, and make your partner last player.

23. If weak in trumps make your tricks soon, but when strong in them, you may play a more backward game.

24. Keep

24. Keep a small card of your partner's first lead, if possible, in order to return it when the trumps are out.

25. Never force the adversary with your best card of a suit, unless you have the second best also.

26. In your partner's lead, endeavour to keep the command in his hand, rather than in your own.

27. If you have a saw, it is generally better to pursue it than to trump out ; altho' you should be strong in trumps with a good suit.

28. Keep

28. Keep the trump you turn up, as long as you properly can.

29. When you hold all the remaining trumps, play one of them to inform your partner; and then put the lead into his hand.

30. It is better to lead from Ace and nine, than from Ace and ten.

31. It is better to lead trumps thro' an Ace or King, than thro' a Queen or Knave.

32. If you are reduced to the last trump, some winning cards, and one losing card only; lead the losing card.

33. If only your partner has trumps remaining, and he leads
a suit

a suit of which you hold none ; if you have a good quart (or sequence of four) throw away the highest of it.

34. If you have an Ace with one small card of any suit, and several winning cards in other suits ; rather throw away some winning card than that small one.

35. If you hold only one honour with a small trump, and wish the trumps out ; lead the honour first.

36. If trumps have been led thrice, and there be two remaining in the adversaries hands ; endeavour to force them out.

37. Never

37. Never play the best card of your adversaries lead at second hand, unless your partner has none of that suit.

38. If you have four trumps, and the command of a suit whereof your partner has none, lead a small card, in order that he may trump it.

39. If you hold five trumps, with a good hand, play trumps, and clear your adversaries hands of them.

40. If you hold the Ace and three small trumps when the adversaries lead them, and have no particular reason for stopping the suit, let them quietly make King
G and

and Queen, and on the third round play the Ace.

41. Supposing yourself leader, with three small trumps, one strong suit, one moderate suit, and a single card; begin with the strong suit, and next lead the single card.

42. Be careful how you sort your cards, least a sharp and curious eye should discover the number of your trumps.

CALCULATIONS:

1. It is about 5 to 4 that your partner holds one card out of any two.

2. It

A T W H I S T. 47

2. It is about 5 to 2, that your partner holds one card out of any three.

3. It is about 4 to 1, that your partner holds one card out of any four.

4. It is 2 to 1, that your partner does not hold a certain card.

5. It is about 3 to 1, that your partner does not hold two cards out of any three.

6. It is about 3 to 2, that your partner does not hold two cards out of any four.

A TABLE of Chances for winning.

At any scores of the game except 8 and 9, the odds of winning is nearly in a reciprocal proportion to the points wanted, as by the following table; supposing D the dealer, and E the elder hand.

Scores of D and E.	The odds for D, nearly.		Or nearly.	
0	0	$10\frac{1}{2}$ to 10	21	20
1	0	10	9	$4\frac{1}{2}$
2	0	10	8	4
3	0	10	7	2
4	0	10	6	3
5	0	10	5	1
6	0	10	4	2
7	0	10	3	2
8	0	10	2	1
9	0	9	2	1

The

The Table continued.

Scores of D and E.		The odds for D, nearly.		Or nearly.	
2	I	9	to 8	$4\frac{1}{2}$	to 4
3	I	9	7	4	3
4	I	9	6	3	2
5	I	9	5	7	4
6	I	9	4	7	3
7	I	9	3	3	I
8	I	9	2	5	I
9	I	8	2	4	I
3	2	8	7	4	$3\frac{1}{2}$
4	2	8	6	4	3
5	2	8	5	5	3
6	2	8	4	2	I
7	2	8	3	3	I
8	2	8	2	4	I
9	2	7	2	3	I

The

50 M A X I M S

The Table continued.

Scores of D and E.		The odds for D, nearly.		Or nearly.	
4	3	7	to 6	$3\frac{1}{2}$	to 3
5	3	7	5	3	2
6	3	7	4	5	3
7	3	7	3	5	2
8	3	7	2	$3\frac{1}{2}$	1
9	3	0	2	3	1
5	4	6	5	3	$2\frac{1}{2}$
6	4	6	4	3	2
7	4	6	3	2	1
8	4	6	2	3	1
9	4	5	2	$2\frac{1}{2}$	1

The

The Table continued.

Scores of D and E.		The odds for D, nearly.		Or nearly.	
6	5	5	to 4	$2\frac{1}{2}$	2
7	5	5	3	3	2
8	5	5	2	$2\frac{1}{2}$	1
9	5	4	2	2	1
7	6	4	3	2	$1\frac{1}{2}$
8	6	4	2	2	1
9	6	3	2	$1\frac{1}{2}$	1
8	7	3	2	$1\frac{1}{2}$	1
9	7	4	3	2	$1\frac{1}{2}$
8	8	5	4	$2\frac{1}{2}$	2
8	9	3	2	$1\frac{1}{2}$	1

A Table

A Table shewing the odds of the dealer winning the rubbers, against the elder hand; supposing he has won the first game.

Scores of the second game, and
D winner of the first.

Scores for D and E.		Odds for D, nearly.	
0	0	3	to 1
1	0	10	3
2	0	7	2
3	0	4	1
4	0	13	3
5	0	5	1
6	0	6	1
7	0	8	1
8	0	11	1
9	0	10	1

The

The Table continued.

Scores of the second game, and D winner
of the first.

Scores of D and E.		Odds for D, nearly.	
2	1	3 to	1
3	1	$3\frac{1}{2}$	1
4	1	4	1
5	1	$4\frac{1}{2}$	1
6	1	$5\frac{1}{2}$	1
7	1	7	1
8	1	10	1
9	1	9	1
3	2	3	1
4	2	11	3
5	2	4	1
6	2	5	1
7	2	6	1
8	2	9	1
9	2	7	1

H

The

The Table continued.

Scores of the second game, and D winner of
the first.

Scores of D and E.		Odds for D, nearly.	
4	3	10	3
5	3	4	1
6	3	9	2
7	3	6	1
8	3	8	1
9	3	7	1
5	4	7	2
6	4	4	1
7	4	5	1
8	4	7	1
9	4	6	1
6	5	7	2
7	5	4	1
8	5	6	1
9	5	5	1

The

The Table continued.

Scores of the second game,
and D winner of the first.

Scores of D and E.		Odds for D, nearly.	
7	6	11	3
8	6	5	1
9	6	4	1
8	7	4	1
9	7	11	3
8	8	7	2
9	8	8	3

The Table continued.

Scores of the second game, and D winner of the first.

Scores of D and E.		Odds for D, nearly.	
○	1	3	to 1
○	2	8	3
○	3	7	3
○	4	9	4
○	5	2	1
○	6	7	4
○	7	5	3
○	8	4	3
○	9	3	2
I	2	8	3
I	3	5	2
I	4	7	3
I	5	2	1
I	6	5	3
I	7	5	3
I	8	4	3
I	9	3	2

The

A T W H I S T. 57

The Table continued.

Scores of the second game, and D winner
of the first.

Scores for D and E.		Odds for D, nearly.	
2	3	11	to 4
2	4	5	2
2	5	9	4
2	6	2	1
2	7	7	4
2	8	3	2
2	9	5	3
3	4	19	7
3	5	17	7
3	6	15	7
3	7	13	7
3	8	11	7
3	9	5	3

The

The Table continued.

Scores of the second game, and D winner
of the first.

Scores of D and E.		The odds for D, nearly.	
4	5	8	to 3
4	6	7	3
4	7	2	1
4	8	5	3
4	9	9	5
5	6	13	5
5	7	11	5
5	8	9	5
5	9	2	1
6	7	5	2
6	8	2	1
6	9	7	3
7	8	7	3
7	9	5	2

LAWS

LAWS of the Game at WHIST,
from HOYLE.

1. If any person plays out of his turn, it is in the option of either of his adversaries to call the card so played, at any time in that deal, provided it does not make him revoke ; or if either of the adverse party is to lead, he may desire his partner to name the suit he chuses to have him lead ; and when a suit is then named, the partner must play it if he has it.

2. No revoke to be claimed till the trick is turned and quitted, or the party who revoked or his partner have played again.

3. If

3. If a revoke happens to be made, the adverse party may add 3 to his score, and the revoking party, provided they are up, notwithstanding the penalty, must remain at 9 ; the revoke takes place of any other score of the game.

4. If any person calls at any point of the game, except 8, either of the adverse parties may call a new deal ; and they are at liberty to consult each other whether they will have a new deal.

5. After the trump card is seen, no body ought to remind his partner to call.

6. If

6. If the trump-card is seen, no honours in the preceding deal can be set up, unless they were before claimed.

7. If any person separates a card from the rest, either of the adverse parties may call it, provided he names it, and proves the separation ; but in case he calls a wrong card, either of the adverse parties may once call the highest or lowest card in any suit led during that deal.

8. Each person ought to lay his card before him ; after he has done so, if either of the adverse parties mix their cards
I with

with his, his partner is entitled to demand each person to lay his card before him ; but not to enquire who played any particular card.

9. If any person revokes, and before the cards are turned, discovers it, the adverse party may call either the highest or the lowest card of the suit led, or have their option to call the card then played at any other time, when it does not cause a revoke.

10. If a card in dealing is turned up, it is in the option of the adverse party to call a new deal, unless they, or either of them, have been the cause

A T W H I S T. 63

cause of turning up such card ;
in which case the dealer has the
option.

11. If the Ace, or any other
card of any suit is led, and it
should so happen that the last
player plays out of his turn,
whether his partner has any of
the suit led or not (provided you
do not make him revoke) he is
neither intitled to trump it, nor
to win that trick.

12. If a card is faced in the
pack, they must deal again,
except it is the last card.

13. None of the players are
to take up, or look at their cards,
while any person is dealing ; and

I 2 if

if the dealer should happen to miss deal, in that case he shall deal again; and if a card is turned up in dealing, no new deal is to be called.

14. When a card is led, if one of the adversaries plays out of his turn, his partner is not to win the trick, if he can avoid it without revoking.

15. Every person ought to see that he has 13 cards dealt him; therefore if any one should happen to have only 12 cards, and does not find it out till several tricks are played, and that the rest of the players have their right numbers, the deal stands good; and also the person who
plays

plays with 12 cards, is to be punished with each revoke, in case he has made any, but if any of the rest of the players should happen to have 14 cards, in that case the deal is void.

16. If any person throws his cards upon the table, with their faces upwards, upon supposition that he has lost the game, the adversaries have it in their power to call any of those cards, when they think proper, provided they do not make the party revoke.

17. A and C are partners against B and D; A leads a club, his partner C plays before the adversary B; in
this

66 M A X I M S

this case D has a right to play before his partner B, because C played out of his turn.

18. If any person is sure of winning every trick in his hand, he may shew his cards upon the table; but should it so happen that he has any losing card in his hand, he is then liable to have all his cards called.

19. No person ought to ask his partner whether he had played an honour, while the cards are playing.

20. A and C are partners against B and D; A leads a club, B plays a spade, C plays the King of clubs, and D plays
a club ;

a club; B discovers he has revoked before the trick is turned.

Query, What is the penalty?

C may take up his card again, and so may D, and either A or C have it in their option to oblige B to play the highest or the lowest card of the suit led.

21. If any person calls at the point of 8, and his partner answers, and both the opposite parties have thrown up their cards, and it appears that the other side had not two by honours; in this case they may consult with one another about it, and are at liberty to stand the deal or not.

22. And if any body answers,
when

when he has not an honour, the adverse party may consult with one another about it, and are at liberty to stand the deal or not.

23. No person may take new cards in the middle of a game, without the consent of all parties.

24. The dealer ought to leave to view upon the table his trump card, till it is his turn to play; and after he has mixed it with his other cards, no body is entitled to demand what card is turned up, but may ask what is trumps: this consequence attends such a law, that the dealer cannot name a wrong card, which he otherwise might have done.

F I N I S.

